

Kasumi

Mugen Tenshin Clan



[How to read the move lists]

Move	The name of the technique. The number next to the move indicates the order in which it appears in a combo.
Status	Indicates the status of a character after the move is performed. There are a number of status indicators: "Back"(facing backwards),"Bokuho"(Bokuho),"Lay" (lying down),"Dokuritsu"(Dokuritsu-Ho),"Kasenko"(Kasenko), and "Dokuja"(Dokuja-Fujin). A blank indicates the character will face forward after the move.
Command	The command input necessary to perform the move (assumes the character is facing right). Push the pad/stick in that direction The Punch / The Y button on the controller The Free / The X button on the controller Press the buttons at the same time By pressing and holding the button, you can perform a Charge Attack Hold the pad/stick in that direction The Kick / The B button on the controller The Appeal / Right Bumper on the controller Leave a short pause
Attribute	Indicates the attack area attribute of the move: High, Middle, or Low. Multiple attributes in parentheses (High, High) indicate a stable-attribute combo attack. For throws, this variable indicates the area attribute, as well as whether the throw is used to the front or back of an enemy. It also indicates if the throw is a derivative throw (Deriv.) or a wall-based throw (Wall).
Frame	This variable indicates the following (from the left): initial time (the time it takes before hit detection becomes active), duration time (the length of time that hit detection occurs), and inactive time (the length of time that a character remains uncontrollable after the duration of the move). These numbers are indicated in frames; 1 frame equals one sixtieth of a second.
Damage	The amount of damage caused by the move.

Hit	Indicates the difference in inactive time between two characters when a move successfully hits. [for instance, a "2" means that the character who performed the move will be inactive for 2 frames longer than the character that was hit.] The "x" indicates that the receiving character will be knocked down, while "Cr" means that the move triggers a critical hit even when it is landed normally.
Guard	Indicates the difference in inactive time between two characters when a move is blocked. [for instance, an "11" means that the character who performed the move will be inactive for 11 frames longer than the character that blocked.] GB (Guard Break) indicates moves that can break through a block. Even if the defending character blocks, a critical hit will occur.
Hold	Indicates which Hold countermove is effective against the move. "Divert" indicates that the move will be diverted away and the defending character will end up behind the attacker.
Inactive	Indicates the difference in inactive time between two characters when a throw or Hold move is successful. [for instance, a "16" means that the character who was successful in the throw can move 16 frames earlier.]
Def. Fall	Indicates if a defensive fall is possible or not.
Floor	Indicates whether or not the move will trigger a floor-based danger zone explosion.
Wall	Indicates whether or not a throw move will change if it is performed near a wall. ["Front" if the wall is in front, "Back" if it is in back.]
Close	Indicates the presence of a "close hit" property. If this is present, the blow will cause more damage than usual if the characters are right next to each other.
Flying	Distance of flight to wall. If the nearest wall is within the distance (in meters) indicated here, a successful hit will cause the victim to be slammed into the wall, triggering the wall hit animation. ["Back" if the wall is in back.]
Down	Blows that can hit opponents when they are down.

Basic Blows											
Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Tenjin			High	9(2)13	10	2	3	High P		-	-
Kaijin			Middle	13(2)25	20	8	9	Middle P		-	-
Chijin			Low	12(2)20	5	1	4	Low P		-	●
Senten-Kyaku			High	11(2)24	24	Cr	10	High K		1(Counter)	-
Senjin-Kyaku			Middle	14(3)24	24	11	12	Middle K		1(Counter)	-
Senchi-Kyaku			Low	14(2)26	10	8	9	Low K		-	●

Back-Facing Blows											
Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Ura-Tenjin			High	11(3)18	10	6	7	High P		-	-
Tenjin-Sho			Middle	16(3)37	38	×	9	Middle P		1	-
Ura-Chijin			Low	13(3)20	14	2	6	Low P		-	●
Ura-Ten-Kyaku			High	14(2)30	30	Cr	14	High K		1(Counter)	-
Ura-Jin-Kyaku			Middle	15(3)29	25	Cr	13	Middle K		2.5(Counter)	-
Genraku-Kyaku			Low	20(3)23	24	Cr	10	Low K		-	●
Getsuei-Kyaku			Middle	24(6)27	28	×	4	Middle K Divert		1	●

Jumping Blows											
Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Zenten-Koku		During a forward jump 	Middle	20(4)25 ※ 1	15	Cr	~14	Jumping Middle P		-	-
Zenten-Senku		During a forward jump 	Middle	20(4)34 ※ 1	30	×	~18	Jumping Middle K		2	-
Zenten-Senchi-To		After landing from a forward jump 	Middle	57(3)23	22	Cr	8	Middle P		-	-
Zenten-Senchi-Kyaku		After landing from a forward jump 	Low	57(3)32	25	Cr	16	Low K		-	●

※ 1 At fastest

Get-Up Attacks											
Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
① Rising High Kick		Face up, feet to enemy 	High	35(4)16	20	Cr	6	High K		-	-
② Kiren-Kyaku		Face up, feet to enemy 	Middle	19(2)27	20	×	10	Middle K		2	-
① Rising Middle Kick		Face up, feet to enemy 	Middle	35(4)18	20	Cr	6	Middle K		-	-
② Kiren-Kyaku		Face up, feet to enemy 	Middle	19(2)27	20	×	10	Middle K		2	-
Rising Low Kick		Face up, feet to enemy 	Low	34(4)16	20	Cr	8	Low K		-	●
① Rising High Kick		Face down, feet to enemy 	High	35(4)16	20	Cr	6	High K		-	-

Get-Up Attacks											
Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
② Kiren-Kyaku		Face down, feet to enemy ▲ K ⇨ K	Middle	19(2)27	20	×	10	Middle K		2	-
① Rising Middle Kick		Face down, feet to enemy K	Middle	35(4)18	20	Cr	6	Middle K		-	-
② Kiren-Kyaku		Face down, feet to enemy K ⇨ K	Middle	19(2)27	20	×	10	Middle K		2	-
Rising Low Kick		Face down, feet to enemy ▼ K	Low	34(4)16	20	Cr	8	Low K		-	●
① Rising High Kick		Face up, head to enemy ▲ K	High	35(4)16	20	Cr	6	High K		-	-
② Kiren-Kyaku		Face up, head to enemy ▲ K ⇨ K	Middle	19(2)27	20	×	10	Middle K		2	-
① Rising Middle Kick		Face up, head to enemy K	Middle	35(4)18	20	Cr	6	Middle K		-	-
② Kiren-Kyaku		Face up, head to enemy K ⇨ K	Middle	19(2)27	20	×	10	Middle K		2	-
Rising Low Kick		Face up, head to enemy ▼ K	Low	34(4)16	20	Cr	8	Low K		-	●
① Rising High Kick		Face down, head to enemy ▲ K	High	33(4)16	20	Cr	6	High K		-	-
② Kiren-Kyaku		Face down, head to enemy ▲ K ⇨ K	Middle	19(2)27	20	×	10	Middle K		2	-
① Rising Middle Kick		Face down, head to enemy K	Middle	33(4)18	20	Cr	6	Middle K		-	-
② Kiren-Kyaku		Face down, head to enemy K ⇨ K	Middle	19(2)27	20	×	10	Middle K		2	-
Rising Low Kick		Face down, head to enemy ▼ K	Low	32(4)16	20	Cr	8	Low K		-	●
Kogetsu-Kyaku		Face down, head to enemy F + K	Middle	25(3)40	38	×	24	Middle K Divert		1	-

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
① Hitenjin		⇨ P	High	25(3)14	11	Cr	3	High P	-	-	-
① (Tenjin)		P	High	9(2)13	10	2	3	High P	-	-	-
① (Ura-Tenjin)		To enemy behind P	High	11(3)18	10	6	7	High P	-	-	-
② Niren-Zuki		P P	(High, High)	9(2)14	10	5	5	High P	-	-	-
③ Ren-Kaijin		P P P	(High, High) Middle	11(2)25	12	8	9	Middle P	-	-	-
④ Ren-Kaio-Sentotsu		P P P P	(High, High) (Middle, Middle)	11(2)23	15	Cr	10	Middle P	-	-	-
⑤ Ren-Kaio-Shujin		P P P P P	(High, High) (Middle, Middle) Middle	19(3)26	32	×	13	Middle P	-	2	-
④ Ren-Kaio-Enbu		P P P K	(High, High) Middle High	21(2)30	34	×	11	High K	-	4	-
④ Kaio-Genraku		P P P ⇨ K	(High, High) Middle Low	26(3)23	24	Cr	12	Low K	-	-	●
③ Renko-Dan		P P ⇨ P	(High, High) Middle	10(2)21	18	8	9	Middle P	-	-	-
④ Renko-Rekkuga		P P ⇨ P P	(High, High) Middle Middle	21(3)26	36	×	9	Middle P	-	2	-
④ Renko-Jinshu		P P ⇨ P K	(High, High) Middle Middle	15(3)30	28	Cr	12	Middle K	-	-	-
⑤ Renko-Rishu		P P ⇨ P K K	(High, High) Middle Middle Middle	30(5)40	32	×	15	Middle K	-	4	-
⑤ Renko-Kyoshu		P P ⇨ P K ⇨ K	(High, High) Middle Middle Low	28(4)32	28	Cr	18	Low K	-	-	●

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
④ Renko-Tenshu			(High, High) Middle Middle	18(4)23	25	Cr	12	Jumping Middle K	-	-	●
⑤ Renko-Kaiten-Chu			(High, High) Middle Middle Middle	18(3)26	32	×	11	Middle P	-	2	-
⑤ Renko-Kaiten-So			(High, High) Middle Middle Middle	24(3)26	30	×	15	Jumping Middle K	-	1	●
④ Renko-Genraku			(High, High) Middle Low	23(3)23	24	Cr	12	Low K	-	-	●
③ Renzuki-Toki			(High, High) High	17(3)25	28	Cr	13	High K	-	-	-
④ Renzuki-Hakuro-Kyaku			(High, High) High Middle	15(2)26	35	×	10	Middle K	-	4	-
④ Renzuki-Hakuro-Sen			(High, High) High Low	18(2)34	25	Cr	16	Low K	-	-	●
④ Renzuki-Toki-Hoshin			(High, High) High —	17(3)42	-	-	-	-	-	-	-
③ Ren-Getsusai			(High, High) Middle	11(5)55	35	×	30	Middle K Divert	-	1	●
③ Ren-Engaku			(High, High) Middle	14(4)31	22	Cr	13	Middle K	-	-	-
④ Ren-Engetsu			(High, High) Middle High	18(3)30	32	×	12	High K	-	2.5	-
④ Ren-Enbu			(High, High) Middle High	24(2)29	34	×	11	High K	-	3.5	-
④ Ren-Getsuro			(High, High) Middle Low	28(4)32	26	Cr	18	Low K	-	-	●
③ Renzuki-Fukasen			(High, High) Low	20(3)32	25	Cr	16	Low K	-	-	●
② Tenjin, Gekki			High Middle	14(2)29	20	Cr	13	Middle P	-	-	-
③ Tenjin, Katsuragi			High Middle Middle	22(2)22	26	×	12	Middle P	-	1	●
③ Tenjin, Renko			High Middle Low	28(3)31	23	Cr	15	Low K	-	-	●
③ Tenjin, Senpujin			High Middle —	14(2)41	—	—	—	—	-	—	—
② Tenjin, Senten			High High	13(2)24	24	Cr	10	High K	-	-	-
③ Tenjin, Renten			High High High	16(2)30	10	Cr	15	High K	-	-	-
④ Tenjin, Rengo			High High High High	21(3)30	25	×	13	High K	-	2	-
④ Tenjin, Kasumi-Geri			High High High Middle	18(3)25	24	Cr	11	Middle K	-	1(Counter)	●
④ Tenjin, Getsurin			High High High Middle	16(5)57	35	×	29	Middle K Divert	-	1	●
③ Tenjin, Shinden			High High High Middle	28(3)40	30	×	12	Middle P	-	1	●
③ Tenjin, Renjin			High High Middle	20(3)33	24	×	16	Middle K	-	2	-
③ Tenjin, Renchi			High High Low	25(3)32	22	Cr	16	Low K	-	-	●
① Moshu-Jin			Middle	11(2)23	18	7	9	Middle P	-	-	-
② Moshu-Renjin			Middle High	20(2)26	20	Cr	10	High P	-	-	-
② Reppu-Kyaku			Middle Middle	17(2)39	22	Cr	20	Jumping Middle K	-	-	-
③ Reppu-Renkyaku			Middle (Middle, High)	13(2)40	25	×	11	High K Divert	-	2	-
② Moshu-Genraku			Middle Low	22(4)22	25	Cr	12	Low K	-	-	●
① (Tenbu)			—	44	—	—	—	—	-	-	-
② Tenbu-Shu			High	Success: 30(2)46 Failure: 30(2)28	40	×	GB	High K Divert	-	3.5	-
① Futenjin			Middle	25(2)16	12	0	9	Middle P	-	-	-
① (Kaijin)			Middle	13(2)25	20	8	9	Middle P	-	-	-
② Kaio-Sentotsu			(Middle, Middle)	11(2)23	20	Cr	10	Middle P	-	-	-
③ Kaio-Yunagi			(Middle, Middle) Middle	19(3)26	32	×	13	Middle P	-	2	-
② Kaio-Enbu			Middle High	21(2)30	34	×	11	High K	-	4	-
② Kaio-Genraku			Middle Low	26(3)23	24	Cr	12	Low K	-	-	●
① Tenzan-Sho			Low	16(2)25	12	7	10	Low P	-	-	●
② Tenzan-Renjin			Low High	19(3)25	20	Cr	10	High P	-	-	-
Yunagi			Middle	19(3)26	36	×	11	Middle P	-	3	-
Mugen-To	Back		Middle	20(3)23	22	Cr	9	Middle P	-	-	●
Suisei-Chu			Middle	21(6)32	30	×	12	Middle P Divert	-	1	-
① (Senten-Kyaku)			High	11(2)24	24	Cr	10	High K	-	1(Counter)	-
① (Ura-Ten-Kyaku)		To enemy behind 	High	14(2)30	30	Cr	14	High K	-	1(Counter)	-

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
② Goten-Kyaku			High High	16(2)30	10	Cr	15	High K	-	-	-
③ Rengo-Kyaku			High High High	21(3)30	25	×	13	High K	-	2	-
③ Goten, Kasumi-Geri			High High Middle	18(3)25	24	Cr	11	Middle K	-	1(Counter)	●
③ Goten, Getsurin			High High Middle	16(5)57	35	×	28	Middle K Divert	-	1	●
③ Shinden-Ga			High High Middle	28(3)40	30	×	12	Middle P	-	1	-
② Renjin-Kyaku			High Middle	20(3)33	24	×	16	Middle K	-	2	-
② Renchi-Kyaku			High Low	25(3)32	22	Cr	16	Low K	-	-	●
① (Senjin-Kyaku)			Middle	14(3)24	24	11	12	Middle K	-	1(Counter)	-
② Senkai-Kyaku			Middle High	17(3)37	28	×	15	High K	-	2	-
① Tenshu-Kyaku			Middle	18(4)23	25	Cr	12	Jumping Middle K	-	1	●
② Tenshu-Kaiten-Chu			Middle Middle	19(3)26	32	×	11	Middle P	-	2	-
② Tenshu-Kaiten-So			Middle Middle	25(3)26	30	×	15	Jumping Middle K	-	1	●
① Shingetsu	Back		High	16(2)30	27	Cr	13	High K	-	1(Counter)	-
② Shiranami	Back		High Middle	29(4)22	28	Cr	5	Middle K Divert	-	1	●
② Shusui-Jin			Middle	36(3)43	35	×	17	Middle P	-	1	-
Hiryu-Kyaku			High	10(2)29	25	Cr	13	High K	-	-	-
Getsurin-Kyaku			Middle	12(5)56	45	×	30	Middle K Divert	-	1	-
Fukasen			Low	20(3)32	25	Cr	16	Low K	-	-	●
Roga			Low	30(3)30	30	×	16	Low K	-	-	●
① Shiden-Kyaku			Middle	17(2)39	22	Cr	20	Jumping Middle K	-	-	-
② Shiden-Renkyaku			(Middle, High)	13(2)40	25	×	11	High K Divert	-	2	-
① Tsumuji			Middle	14(2)29	20	Cr	14	Middle P	-	1(Counter)	-
② Saiun			Middle Middle	22(2)22	26	×	12	Middle P	-	1	●
② Renzan-Kyaku			Middle Low	28(3)31	23	×	15	Low K	-	-	●
② Tsumuji-Hoshin			Middle —	14(2)41	-	-	-	-	-	-	-
Karyuzan			Middle	31~74(3)39	30~50	×	GB	Middle P	-	4	-
① Toki-Kyaku			High	17(3)25	28	Cr	13	High K	-	-	-
② Hakuro-Kyaku			High Middle	15(2)26	35	×	10	Middle K	-	4	-
② Hakurosen			High Low	18(2)34	25	Cr	16	Low K	-	-	●
② Toki-Hoshin			High —	17(3)42	—	—	—	—	-	—	—
① Hayate			High	20(2)29	34	×	11	High K	-	3.5	-
② Shitten-Kyaku			High High	21(4)20	32	×	7	High K	-	3.5	-
② Shitsuro-Kyaku			High Low	24(3)24	28	×	11	Low K	-	-	●
Sen-Kasumi			Middle	18(3)25	24	Cr	9	Middle K	-	1(Counter)	●
Seiran-Kyoshu			Low	28(4)32	28	×	18	Low K	-	-	●
Rekkuga		During Hoshinpo/ During Sakura-Madoi/ During Sakura-Mayoi 	Middle	31(3)27	36	×	8	Middle P	-	3	—
① Oka-Sho		During Hoshinpo/ During Sakura-Madoi/ During Sakura-Mayoi 	Middle	31(2)39	22	Cr	20	Jumping Middle K	-	-	—
② Oka-Rensho		During Hoshinpo/ During Sakura-Madoi/ During Sakura-Mayoi 	Middle High	13(2)40	25	×	11	High K Divert	-	2	—

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
Ryusei-Shojin		While jumping over obstacle P	Middle	40(5)11 ※ 1	15	Cr	GB	Jumping Middle P	-	-	-
Ryusei-Shokyaku	Back	While jumping over obstacle K	Middle	37(8)23 ※ 1	30	×	GB	Jumping Middle K	-	3	-

※ 1 At fastest

Throws											
Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Ryuto-Enbu		 + 	High Front	5(2)23	40	—	●	●	Front	Front	
Taka-Azusa		Next to wall  + 	Wall	5(2)23	20+35	—	—	●	—	—	
Kumoi-Zakura		When enemy's back faces a slope  + 	High Front	5(2)23	※ 2	—	—	—	—	—	
Kobore-Ume		When back faces a slope  + 	High Front	5(2)23	※ 2	—	—	—	—	—	
① Kagero		⇨⇨  + 	High Front	7(2)24	—	0	—	—	—	—	
② Kurenai-Kagero		During Kagero  + 	Deriv.	—	—	4	—	—	—	—	
② Ibara-Otoshi		During Kagero ⇨  + 	Deriv.	—	55	—	●	●	Front	—	
② Ibara-Kudaki		Next to wall,during Kagero ⇨  + 	Deriv.	—	65	—	—	—	—	—	
Tenro-Kyaku		⇨  + 	High Front	10(2)25	5+5+5+10+20	—	—	●	Back	—	
		While jumping  + 		44(2)24							
Adachi-Shizuka		Next to wall ⇨  + 	Wall	10(2)25	55	—	—	—	—	—	
① Hien		⇧  + 	High Front OH	34(3)30	45	—	—	●	—	—	
② Hien-Saka-Otoshi		During Hien  + 	Deriv.	—	50	—	—	●	—	—	
Oboro-Zukiyo		⇨⇨  + 	High Front	12(2)26	62	—	—	●	—	—	
Tsuzumi-Guruma		⇨  + 	High Front	10(2)25	20+28	—	●	●	Ceiling	—	
Tsuzumi-Tensha		In area with ceiling ⇨  + 	High Front	10(2)25	20+38	Cr	●	—	—	—	
Kasumi-Gaeshi		⇨⇨⇨  + 	High Front OH	17(3)30	45	—	—	●	—	—	
Rogaku-Shu		⇨⇨⇨  + 	High Front	10(2)25	58	—	—	●	—	—	
Oboro-Gake		While running  + 	High Front	10(2)30	52	—	—	—	—	—	

Throws											
Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Oboro		During Hoshinpo/ During Sakura-Madoi/ During Sakura-Mayoi F + P	High Front	25(2)26 ※ 1	58	—	—	—	—	—	
Kageri-Oboro		To enemy behind During Hoshinpo/ During Sakura-Madoi/ During Sakura-Mayoi F + P	High Back	25(2)26 ※ 1	58	—	—	—	—	—	
Byakko		To enemy's back F + P	High Back	5(2)23	58	—	—	●	—	—	
Hishu-Enbu		To enemy's back ⇐ F + P	High Back	10(2)25	62	—	●	●	—	Side	
		To enemy's back, While jumping F + P		44(2)24							
Ura-Hien		To enemy's back ⇐ F + P	High Back OH	34(3)30	50	—	—	●	—	—	
Niji-Shibuki		To crouching enemy ⇓ F + P	Low Front	5(2)22	7+7+7+7+15	—	●	●	Ceiling	—	
		To crouching enemy, while jumping ⇓ F + P		42(2)22							
		To crouching enemy's back ⇓ F + P	Low Back	5(2)22							
Koten-Shibuki		In area with ceiling, to crouching enemy ⇓ F + P	Low Front	5(2)22	7+7+7+7+25	Cr	●	—	—	—	
		In area with ceiling, to crouching enemy, while jumping ⇓ F + P		42(2)22							
		In area with ceiling, to crouching enemy's back ⇓ F + P	Low Back	5(2)22							
Hien-Shu		To crouching enemy ⇐ F + P	Low Front OH	10(3)30	45	—	—	●	—	Back	

※ 1 At fastest

※ 2 The damage of slope-based throws is dependent on the length of the slope.

Holds											
Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Kasumi-Kyoka		Against a high punch ⇐ F	High P	0(22)8	52	—	—	●	—	—	
Kakinomi-Gari		Against a high Kick ⇐ F	High K	0(22)8	30+22	—	—	●	—	—	

Holds											
Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Mugen-Shiraha		Against a middle punch ↩ F	Middle P	0(22)8	52	—	●	●	—	—	
Shigure-Mai		Against a middle kick ↩ F	Middle K	0(22)8	30+15	—	●	●	Ceiling	—	
Shigure-Tenbu		In area with ceiling, against a middle kick ↩ F	Middle K	0(22)8	30+25	Cr	●	—	—	—	
Momiji-Otoshi		Against a low punch ↩ F	Low P	0(22)5	52	—	●	●	—	—	
Soken-Gari		Against a low kick ↩ F	Low K	0(22)5	30	—	—	●	—	—	
Mai-Goromo		Against a jumping punch ↩ F	Jumping P	0(22)8	57	—	●	●	Back	—	
Hagoromo		Next to wall, against a jumping punch ↩ F	Wall	0(22)8	63	—	—	—	—	—	
Ashigara-Senpu		Against a jumping kick ↩ F	Jumping K	0(22)8	57	—	●	●	—	—	
Unique Holds											
Sakura-Madoi		Against a high punch or kick ↩ F	High	0(22)8	—	※ 3	—	—	—	—	
Sakura-Mayoi		Against a middle punch or kick ↩ F	Middle	0(22)8	—	※ 3	—	—	—	—	

※ 3 Depends on enemy's attack.

Down Attacks											
Move		Command		Frame	Damage						
Takazume		To knocked-down enemy ↩ P + K		34(12)60/34	20						

The inactive time frames are listed as (successful/unsuccessful).

Special Moves											
Move		Command		Frame	Damage	Hit	Guard	Hold			
Uragake		↩ P		39	—	—	—	—			
Jingei		During Uragake ⬇		41	—	—	—	—			
Tenbu		↩ P		44	—	—	—	—			
Gekko-Tenbu		↩ K		48	—	—	—	—			
Taunt 1		↩↩↩ F + P + K APPEAL		51	—	—	—	—			

Tag Throws											
Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Unique Tag Throws											
Oboro-Futae		Teamed with Hayabusa F + P	High Front	5(2)23	30+40	—	—	—	—	—	
Niji-Shizuku		Teamed with Brad Wong F + P	High Front	5(2)23	10+10+ 10+10+30	—	—	●	—	—	
Niji-Miyabi		Teamed with Hitomi F + P	High Front	5(2)23	10+10+ 10+10+30	—	—	●	—	Front	
Kami-Ogi		Teamed with Ayane F + P	High Front	5(2)23	70	—	—	—	—	—	
Akane-Kazura		Teamed with Ein F + P	High Front	5(2)23	30+40	—	—	●	—	—	
Tsurube-Otoshi		Teamed with Helena F + P	High Front	5(2)23	20+20+30	—	—	●	—	—	
Yasha-Okuri		Teamed with Bass F + P	High Front	5(2)23	15+55	—	—	●	—	—	
Tensho-Kudaki		Teamed with Zack F + P	High Front	5(2)23	20+50	—	—	●	—	—	
Basic Tag Throw											
Oboro		When partner presses F + P ※ 4	High Front	※ 5	55	—	—	—	—	—	

※ 4 The basic tag throw is performed when the tag partner does not have a unique tag throw with the character.

※ 5 Depends on tag partner.